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SACHEN

TC006

TWIN EAGLE

TWIN EAGLE CONTROL SUMMARY

CONTROLS

Control Pad Arrow:	Move the twin eagle in the indicated direction.
Button A:	Shoot
Button B:	Throw the bombs.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects option on the screen.

WEAPON CAPSULES

Bomb:	When you have collected the bombs, you will be able to bombard your enemy.
One Up:	Collect this will get you an extra twin eagle.
Double Fire:	After collect this then you can shoot 2 rockets a time.
Three Fire:	Collect this then you can shoot 3 rockets a time.
Belt of Fire:	It can make your rockets radiating.
Shield of Protection:	Collect shield and become invulnerable.

I. INTRODUCTION

You and your companion are flying the "Twin Eagle". Your mission is to destroy all enemy bases and do not miss any attack chances.

II. GAME CONTROL

Control Pad Arrow:	Move the twin eagle in the indicated direction.
Button A:	Shot
Button B:	Throw the bombs.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects option on the screen.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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III. GAME MECHANICS

Twin Eagle: You must destroy all enemy bases and shoot down all enemy in your path. There are many enemy fighters carrying hidden supplies that can be collected.

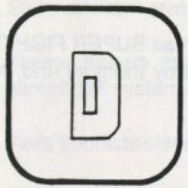
There are nine rounds in the game, Every round has one base such as SUPER FIGHTER BOMBER, MARINE CORPS BASE, etc.. You must attack and destroy them all and then your mission will be completed.

IV. DOUBLE PLAYERS

When one player has finished his 6 lives, he must wait for the other one to finish too.

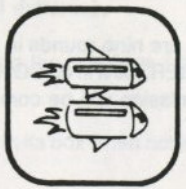
V. WEAPON CAPSULES

Bomb



One Up

Double Fire



Bomb: When you have collected the bombs, you will be able to bombard your enemy.

One Up: Collect this will get you an extra twin eagle.

Double Fire: After collect this then you can shoot 2 rockets a time.

Three Fire

Belt of Fire

Shield of Protection

Three Fire: Collect this then you can shoot 3 rockets a time.

Belt of Fire: It can make your rockets radiating.

Shield of Protection: Collect shield and become invulnerable.

VI. ENEMIES

1. Bomber

2. Fighter

3. Airforce base

4. Warship

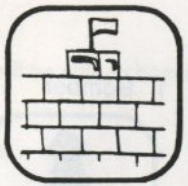
5. Submarine

6. Navy base

7. Tank

8. Ground to air missile

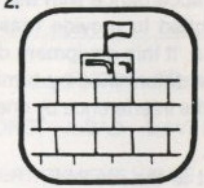
9. Army base



VII. THE BASE OF THE TYRANNY

1.

2.



3.

1. Super Fighter Bomber

2. Castel

3. Marine Corps Base

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

TWIN EAGLE EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)	

PLACE
STAMP
HERE